WHAT IS CLAIMED IS:

1.   A system for manipulation of audio signals comprising:

a memory mechanism having frequency and amplitude information by time interval of an audio signal;

a mechanism which analyzes frequency and amplitude information by time interval of the audio signal and identified patterns of sound entries of the audio signal over time, said analyzing mechanism connected to said memory mechanism; and

a mechanism for playing said audio signal, said playing mechanism connected to said memory mechanism and said analyzing mechanism, said playing mechanism continuing to play the corresponding frequency and amplitude information for each time interval obtained from the memory mechanism from a first time such frequency and amplitude information is played until the frequency and amplitude information changes in the audio signal as indicated by the analyzing mechanism, at which time the changed frequency and amplitude information is played from the memory mechanism.

2.   A method for manipulating audio signals comprising the steps of:

receiving an audio signal;

converting the audio signal into a digital signal;

playing the audio signal based on the frequency and amplitude of its first time interval;

determining for the second time interval of the audio signal whether the frequency and amplitude of the audio signal has changed from the frequency and amplitude of the first time interval;

continuing to play the same frequency and amplitude of the audio signal for the second time interval if it has not changed without obtaining the frequency and amplitude of the second time interval from memory; and

playing a new amplitude and frequency if the amplitude audio signal has changed.

3. A method for manipulating audio signals comprising the steps of:

filling a frequency/amplitude database with sound entries of frequency and amplitude information for corresponding time intervals of the digital audio signals;

identifying patterns of consecutive sound entries over the time intervals for a specific amplitude of a discrete frequency;

filling a static audio file with a starting point of a specific amplitude of a discrete frequency and its related end point with respect to time over the time intervals;

providing a static audio player with a starting point of a specific amplitude of a discrete frequency with respect to time from the static audio file;

playing the specific amplitude of the discrete frequency with the static audio player when the starting point occurs;

providing the static audio player with an ending point of the specific amplitude of the discrete frequency with respect to time from the static audio file; and

stopping the playing of the static audio player of the specific amplitude of the discrete frequency when the ending point occurs.

4.   A method as described in Claim 3 wherein before the filling step, there is the step of converting the analog audio signal into a digital audio signal.

5.   A method as described in Claim 4 including before the converting step, there is the step of recording an analog audio signal.

6.   A   system   for   manipulation   of   audio   signals comprising:

a memory mechanism;

a storing mechanism for storing audio signals as sound entries in the memory mechanism, said storing mechanism connected to the memory mechanism;

an identifying mechanism for identifying one or more consecutive sound entries over time for a specific amplitude of a discrete frequency and their respective starting points and ending points with respect to time, said identifying mechanism connected to the storing mechanism; and

a playing mechanism for playing the specific amplitude of the discrete frequency of the sound entries based on their starting points and ending points, said playing mechanism connected to the identifying mechanism.

7. A system as described in Claim 6 wherein the playing mechanism is remote from the identifying mechanism.

8. A system as described in Claim 7 wherein the playing mechanism includes telecommunication lines that connect with the identifying mechanism.

9. A system as described in Claim 8 wherein the playing mechanism includes a sound entry mechanism for providing sounds having a specific frequency and amplitude.

10. A system as described in Claim 9 wherein the playing mechanism includes a controller for playing desired amplitudes of desired frequencies from the sound entry mechanism based on their corresponding starting points and ending Points, said controller

connected to the sound entry mechanism and the identifying mechanism.

11.   A system for manipulation of video signals comprising:

a memory mechanism having color information by pixel by video frame of a video signal;

an analyzing mechanism for analyzing color information by pixel by video frame of the video signal and identifying patterns of specific color entries for a discrete pixel of the video signal over multiple and consecutive video frames, said analyzing mechanism connected to said memory mechanism; and

a playing mechanism for playing said video signal, said playing mechanism connected to said memory mechanism and said analyzing mechanism, said playing mechanism continuing to play the corresponding color information for each pixel by video frame obtained from the memory mechanism for a first video frame until the color information changes in the video signal as indicated by the analyzing mechanism, at which time the changed color information is played from the memory mechanism.

12.   A method for manipulating video signals comprising the steps of:

receiving a video signal;

converting the video signal into a digital signal;

playing the video signal based on the color of its pixel in its first video frame;

determining for its pixel of its second video frame of the video signal whether the color of the video signal has changed from the color of its pixel of its first video frame;

continuing to play the same color of the video signal for its pixel of its second video frame if it has not changed without obtaining the color of its pixel of its second video frame from memory; and

playing a new color of its pixel it the video signal has changed.

13. A method for manipulating video signals comprising the steps of:

filling a color database with specific color entries for corresponding pixels of color information by video frames of the digital video signals;

identifying patterns of consecutive specific color entries for a discrete pixel over the pixels by video frames for a specific color;

filling a static video file with a first starting point of a first specific color of a discrete pixel with respect to multiple and consecutive video frames;

filling a static video file with a second starting point of a second specific color of a discrete pixel with respect to multiple and consecutive frames;

providing a static video player with a starting point of a first specific color of a discrete pixel with respect to multiple and consecutive video frames from the static video file;

playing the first specific color of the discrete pixel by means of the static video player when the first starting point occurs;

continuing to play the first specific color of the discrete pixel by means of the static video player after the first starting point occurs;

providing the static video player with a next starting point of a next specific color of the discrete pixel with respect to multiple and consecutive video frames from the static video file;

playing the next specific color of the discrete pixel by means of the static video player when the next starting point occurs;

continuing to play the next specific color of the discrete pixel by means of the static video player after the next starting point occurs; and

stopping the playing of the static video player at the end of the static video file.

14. A method as described in Claim 13 wherein before the filling step, there is the step of converting the analog video signal into a digital video signal.

15. A method as described in Claim 14 including before the converting step, there is the step of recording an analog video signal.

16. A system for manipulation of video signals comprising:

a memory mechanism;

a storing mechanism for storing video signals as specific color entries for a discrete pixel in the memory mechanism, said storing mechanism connected to the memory mechanism;

an identifying mechanism for identifying one or more consecutive specific color entries for a discrete pixel over multiple and consecutive video frames and their respective starting points with respect to multiple and consecutive video frames, said identifying mechanism connected to the storing mechanism; and

a playing mechanism for playing the specific color entries stored in the memory mechanism for a discrete pixel commencing with their starting points, and continuing to play said specific color entries for said discrete pixel after their starting

points until the memory mechanism contains different specific color entries for said discrete pixel, said playing mechanism connected to the identifying mechanism.

17. A system as described in Claim 16 wherein the playing mechanism is remote from the identifying mechanism.

18. A system as described in Claim 17 wherein the playing mechanism includes telecommunication lines that connect with the identifying mechanism.

19. A system as described in Claim 18 wherein the playing mechanism includes a color entry mechanism for providing pixels with a specific color.

20. A system as described in Claim 19 wherein the playing mechanism includes a controller for playing desired colors for corresponding pixels from the color entry mechanism based on their corresponding starting points, said controller connected to the color entry mechanism and the identifying mechanism.

21. A method for manipulating video or audio signals comprising the steps of:

analyzing a video or audio signal having a size;

producing a representative signal from and corresponding to the audio or video signal that identifies the audio or video signal but has less information than the audio or video signal and is smaller in size than the size of the audio or video signal;

transmitting to a remote location the representative signal; and

recreating the audio or video signal from the representative signal at the remote location.

22. An apparatus for manipulating video or audio signals comprising:

means or a mechanism for analyzing a video or audio signal having a size;

means or a mechanism for producing a representative signal from and corresponding to the audio or video signal that identifies the audio or video signal but has less information than the audio or video signal and is smaller in size than the size of the audio or video signal, said producing means or mechanism connected to the analyzing means or mechanism;

means or a mechanism for transmitting to a remote location the representative signal, said transmitting means or mechanism connected to the producing means or mechanism; and

means or a mechanism for recreating the audio or video signal from the representative signal at the remote location, said recreating means or mechanism connected to the transmitting means or mechanism.